FIG. 1

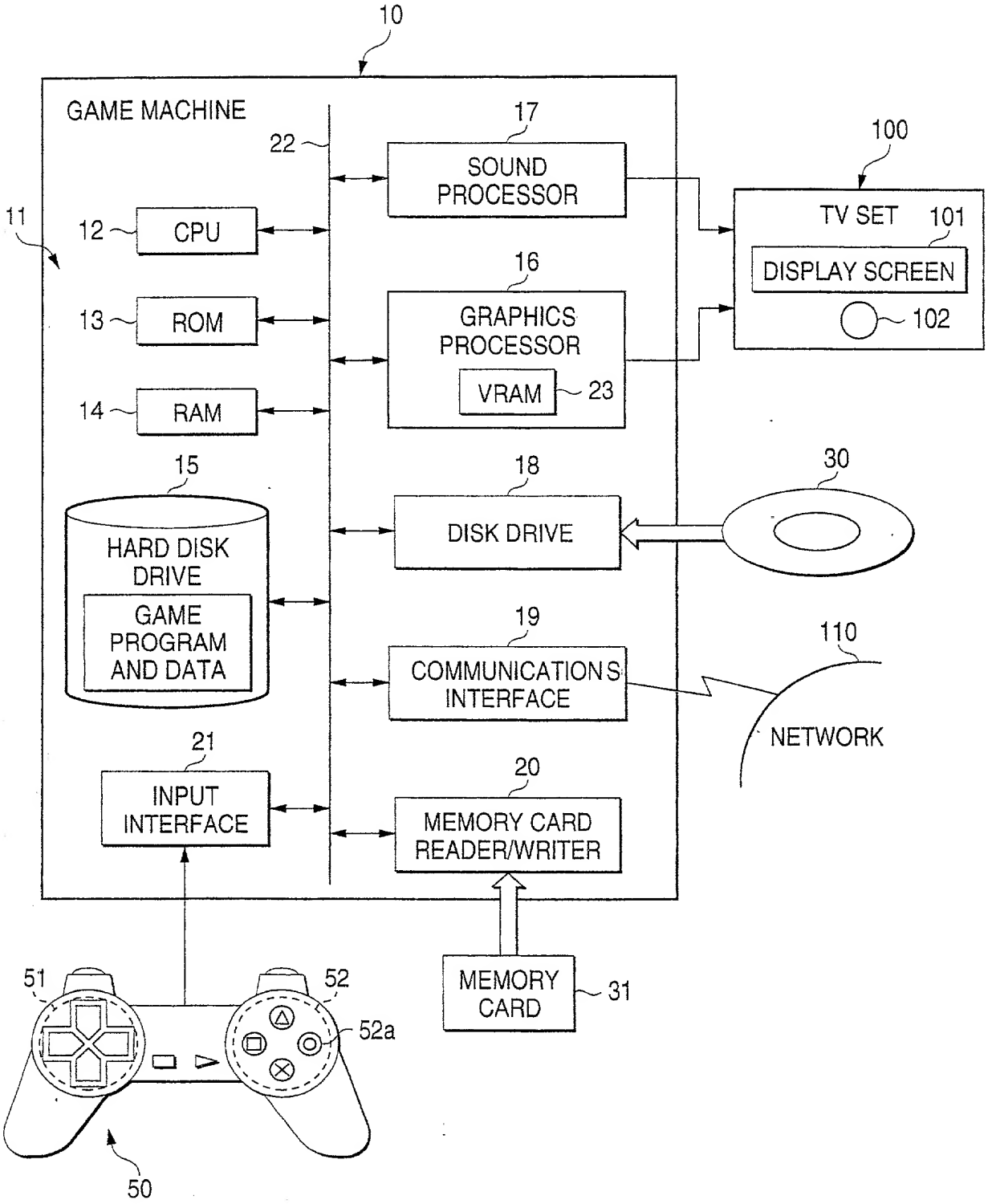

10
GAME MACHINE
22
17
SOUND PROCESSOR
100
TV SET
101
DISPLAY SCREEN
102
11
12
CPU
16
GRAPHICS PROCESSOR
VRAM
23
13
ROM
14
RAM
15
HARD DISK DRIVE
GAME PROGRAM AND DATA
18
DISK DRIVE
30
19
COMMUNICATIONS INTERFACE
110
NETWORK
21
INPUT INTERFACE
20
MEMORY CARD READER/WRITER
MEMORY CARD
31
51
52
52a
50

FIG. 2

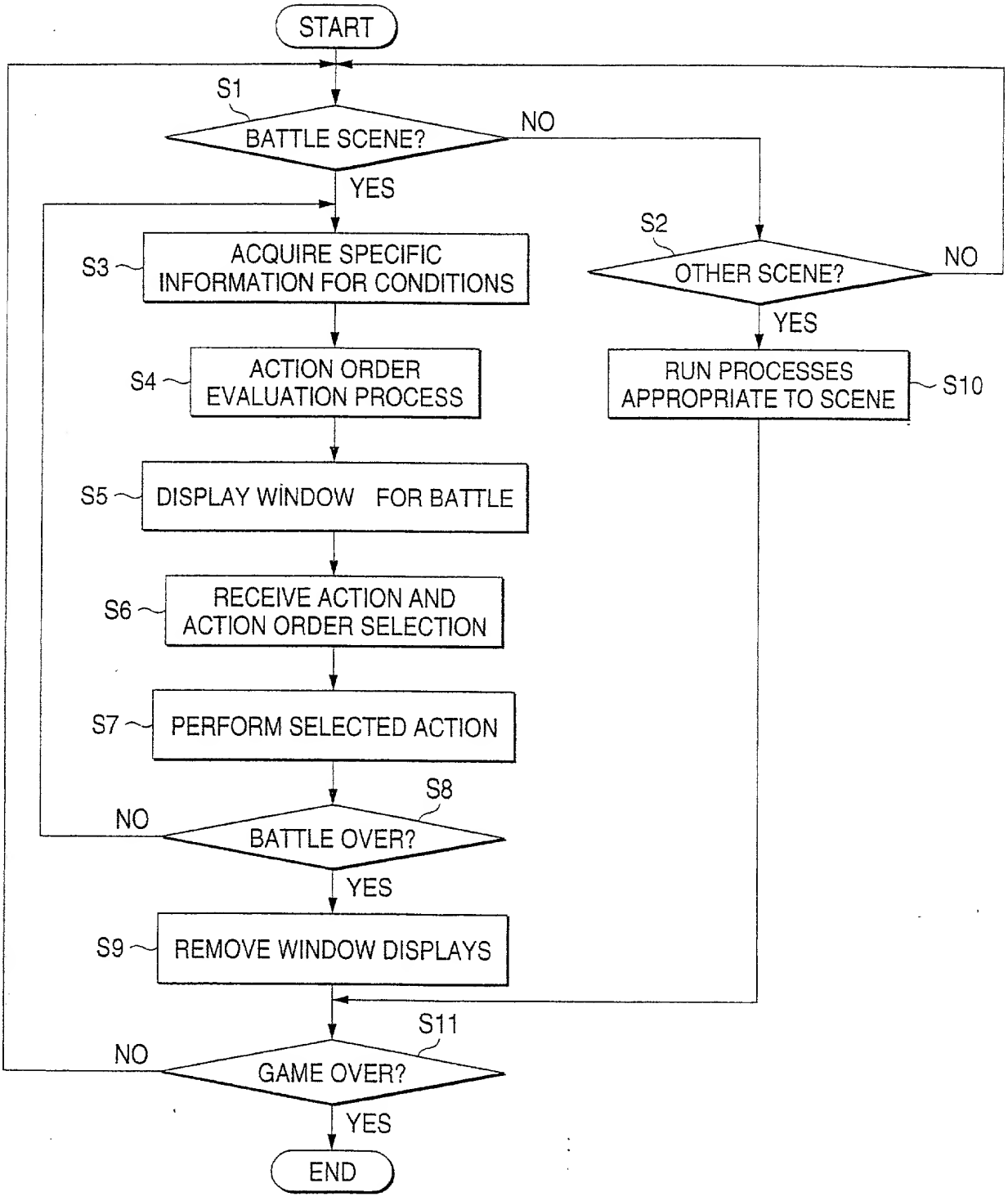

START
S1
BATTLE SCENE?
NO
YES
S2
OTHER SCENE?
NO
YES
S3
ACQUIRE SPECIFIC INFORMATION FOR CONDITIONS
S4
ACTION ORDER EVALUATION PROCESS
S5
DISPLAY WINDOW FOR BATTLE
S6
RECEIVE ACTION AND ACTION ORDER SELECTION
S7
PERFORM SELECTED ACTION
S8
NO
BATTLE OVER?
YES
S9
REMOVE WINDOW DISPLAYS
RUN PROCESSES APPROPRIATE TO SCENE
S10
S11
NO
GAME OVER?
YES
END

FIG. 3A

CHARACTERISTIC (SPEED)	COEFFICIENT K1
0	64
1	56
2	52
3	48
4	40
5	32
10	28
15	24
20	20
30	16
40	12
60	8
99	2

FIG. 3B

ACTION PERFORMED	COEFFICIENT K2
NORMAL ACTION	3
USE ITEM	2
SPECIAL ACTION	5
(ENEMY CHARACTER)	3

FIG. 3C

STATUS	COEFFICIENT K3
NORMAL	1
HASTE	1/2
SLOW	2

EP 0 969 404 A2

FIG. 4

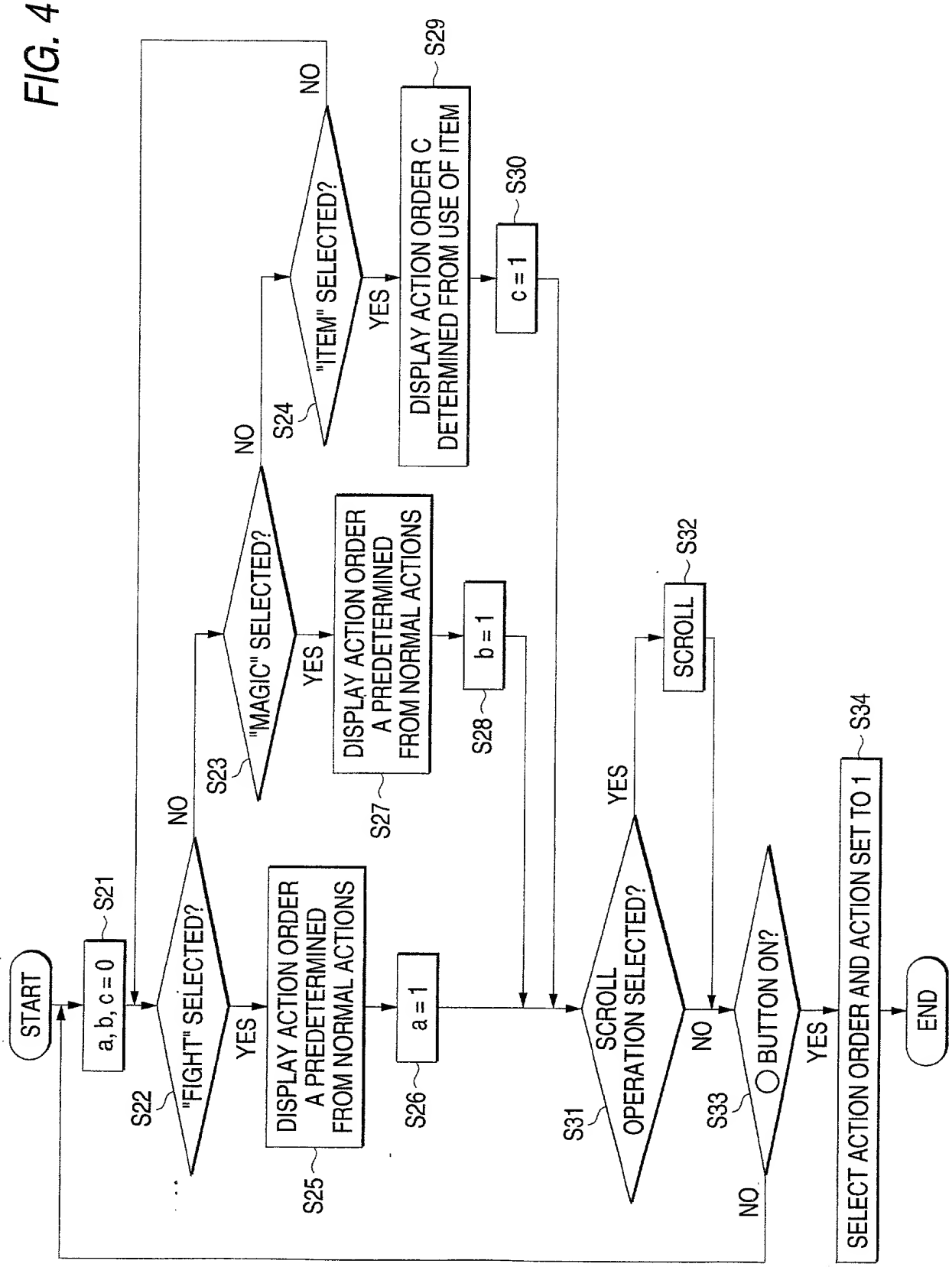

START
a, b, c = 0
S21
"FIGHT" SELECTED?
S22
YES
NO
DISPLAY ACTION ORDER A PREDETERMINED FROM NORMAL ACTIONS
S25
a = 1
S26
"MAGIC" SELECTED?
S23
YES
NO
DISPLAY ACTION ORDER A PREDETERMINED FROM NORMAL ACTIONS
S27
b = 1
S28
"ITEM" SELECTED?
S24
YES
NO
DISPLAY ACTION ORDER C DETERMINED FROM USE OF ITEM
S29
c = 1
S30
SCROLL OPERATION SELECTED?
S31
YES
NO
SCROLL
S32
○ BUTTON ON?
S33
YES
NO
SELECT ACTION ORDER AND ACTION SET TO 1
S34
END

FIG. 5A

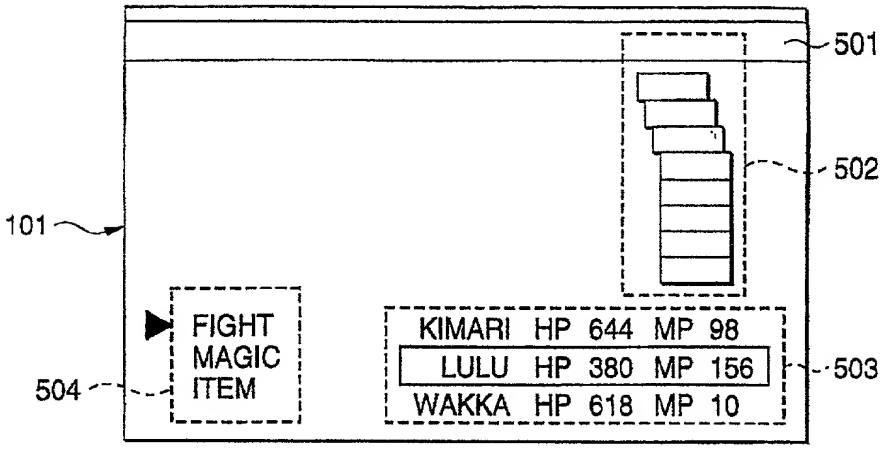


FIG. 5B

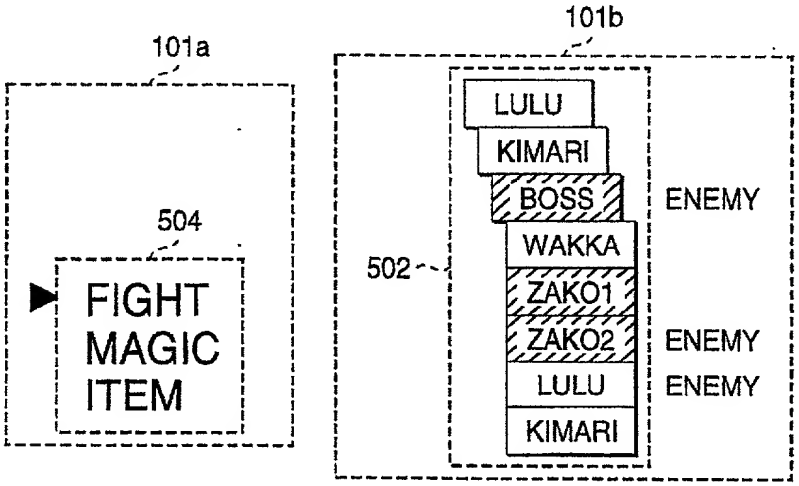
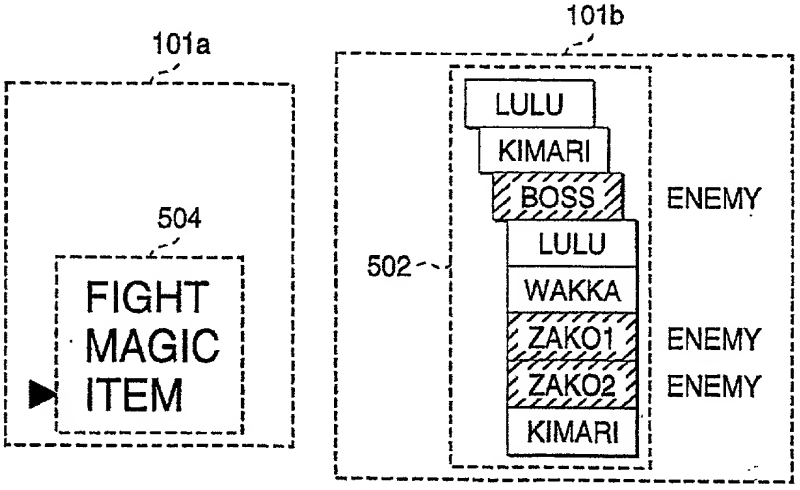


FIG. 5C



US 6,264,560 B1

FIG. 6

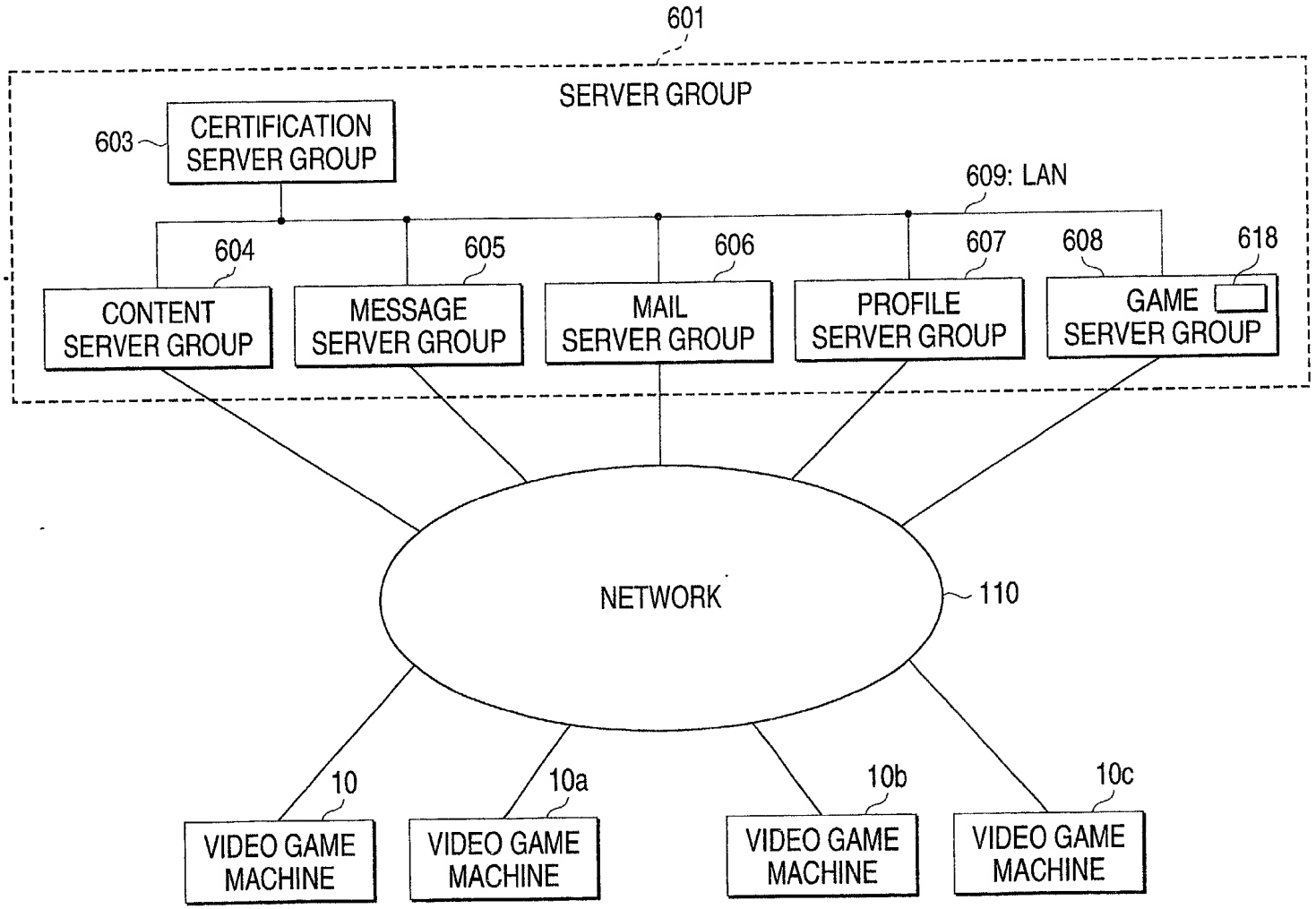
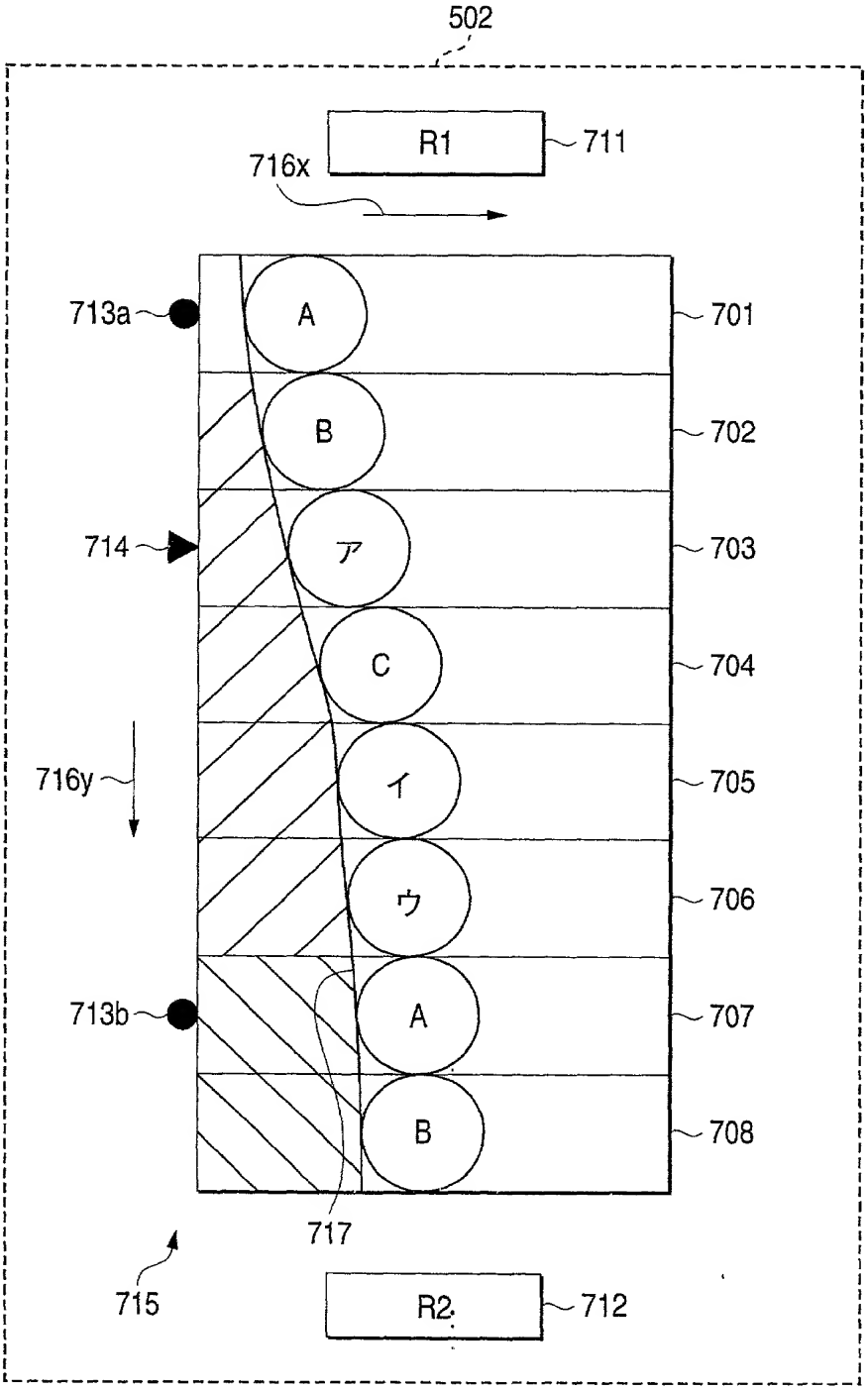

601
SERVER GROUP
603
CERTIFICATION SERVER GROUP
609: LAN
604
605
606
607
608
618
CONTENT SERVER GROUP
MESSAGE SERVER GROUP
MAIL SERVER GROUP
PROFILE SERVER GROUP
GAME SERVER GROUP
NETWORK
110
10
10a
10b
10c
VIDEO GAME MACHINE
VIDEO GAME MACHINE
VIDEO GAME MACHINE
VIDEO GAME MACHINE

FIG. 7



0098701-0098901